1. Gryf

5. Unit size: 1-3 ~~default no weapons or wargear~~

4. Move: 8"
WS: 4
BS: -
Strength: 8
Toughness: 6
Wounds: 8
Attacks: 3
Leadership: 5
Save: 4+

6. **Protective Frill**: This unit gains a 3+ Inv. Sv. when attacked from the front.

Jump: This unit may count as having the FLY keyword when it advances or performs a normal move, but only one or the other for each phase.

If it uses Jump, it can't charge.

Bull Rush: this unit's attacks are doubled when charging. When rolling for a charge, roll 3d6 instead of 2. This unit must still be within 12" of the enemy target.

Carnosaur

Unit size: 1

Move: 12"
WS: 3
BS: -
St. 11
T: 8
W: 13
A: 5
Ld: 8
Sv: 3+

Weapon: massive jaws
Range - Melee
Type - Melee
Strength - User
AP - -4
Dmg - 1 Mortal Wound

Bloodlust: if this unit destroys the last model of an enemy unit, it may charge at another enemy unit within line of sight.

Look up Dalek variants
Dalek saucers
gunsticks x dalekanium
polycarbide

Dalek TARDIS necron 9th ed datasheets/ profiles
monster profiles (carnifex, etc.)
vehicle profiles (tanks, planes, bikes)
in fact, as many profiles as can

Transport — Dalek TARDIS — Capacity 9 — And

M ∞, but not within 5" of enemy models
WS –
BS –
S –
T 5
W 1
A –
Ld 9
Sv 4+ Inv
Ability: Defense System*

* if this model survives an attack, further attacks deal it no damage in that phase.

Dalek Unit (3-9 models)

M 5
WS 5
BS 2
S 3
T 5
W 1
A 1
Ld 9
Sv 3+ ++1/2+

Gunstick
R 16"
Ty Assault 1
S 8
AP -4
D 1

Plunger
R Melee
Ty Melee
S User
AP 0
D 1

Dalek keyword

Ability: Superior Race – Daleks take no morale checks but for attrition only.

~~Ray-shaped ranged weapons~~ ~~hit automatically, no to-hit roll.~~ Ranged weapons hit automatically if within 1/2 full range.

Can only charge if within 6" still 2d6 Machine

MK III Travel

Ability: This unit's models may each ignore 1 wound per round if the attack weapon was S7 or less.

Ability: Pest Control this unit can fire o'er-watch at any charging enemy unit (to it). Re-roll 6s

Ability: Extermino – Daleks may target enemy models within engagement rang. and Shoot and Fight Phase.

Grafts

Bonded Plasmacobalt armour: 3+ Inv. Sv (not useable vs AP1 attacks) NRS on blast or wound rolls of 1-3 always fail. Units vs them don't receive Attack or Morale bonuses

Claws Pincers Tentacles

Jump Fnll

Mw Bite
Battle Rage/Frenzy
Bloodlust
Predatory senses

Gauss Flayer
Fire Breath
Cumbersome

In Desert: Each Ring A, can ignore models, of course, gains no bon. Lists on 2+. Overwatch

Gunstick
Ring 16" Type Assault 1
S8 AP -4 D1

Inv. Sv threws can't be taken against this attack. Unmodified 6 = +1 AP

Transfixing
Each time a model in this unit destroys an enemy model, that en. unit has -1 Ld for rest of turn (max. red. -4 Ld)

Hard to Hit
Each time a model in this unit attacks, remove a hit roll of 1.

Warscythe
Ring 16" Type Assault 1
S User AP -3 D2

Each time a model in this unit attacks, if the target is within 1/2 range, add 1 to the Wound roll.

Reapers
Attuned Strike
Jumps
Speedy quick
Predatory senses

Deathly
Pinebomb
Speedy quick
Grab n' go

Overshadow
Ring 16" Type Assault 1
S4 AP -1 D1

Each time a model in this unit attacks, if the target is within 1/2 range, add 1 to the Wound roll.

Ability: Overshadow – Each time a model in this unit destroys an enemy model, it may return fire during the Fight phase.

Ability: Deathly Ambush – Deploy after both armies have deployed, in the Fight phase, but must be set up more than 9" away from enemy models.

Ability: Deathly Infiltrators – Deploy after both armies have deployed, in the Movement